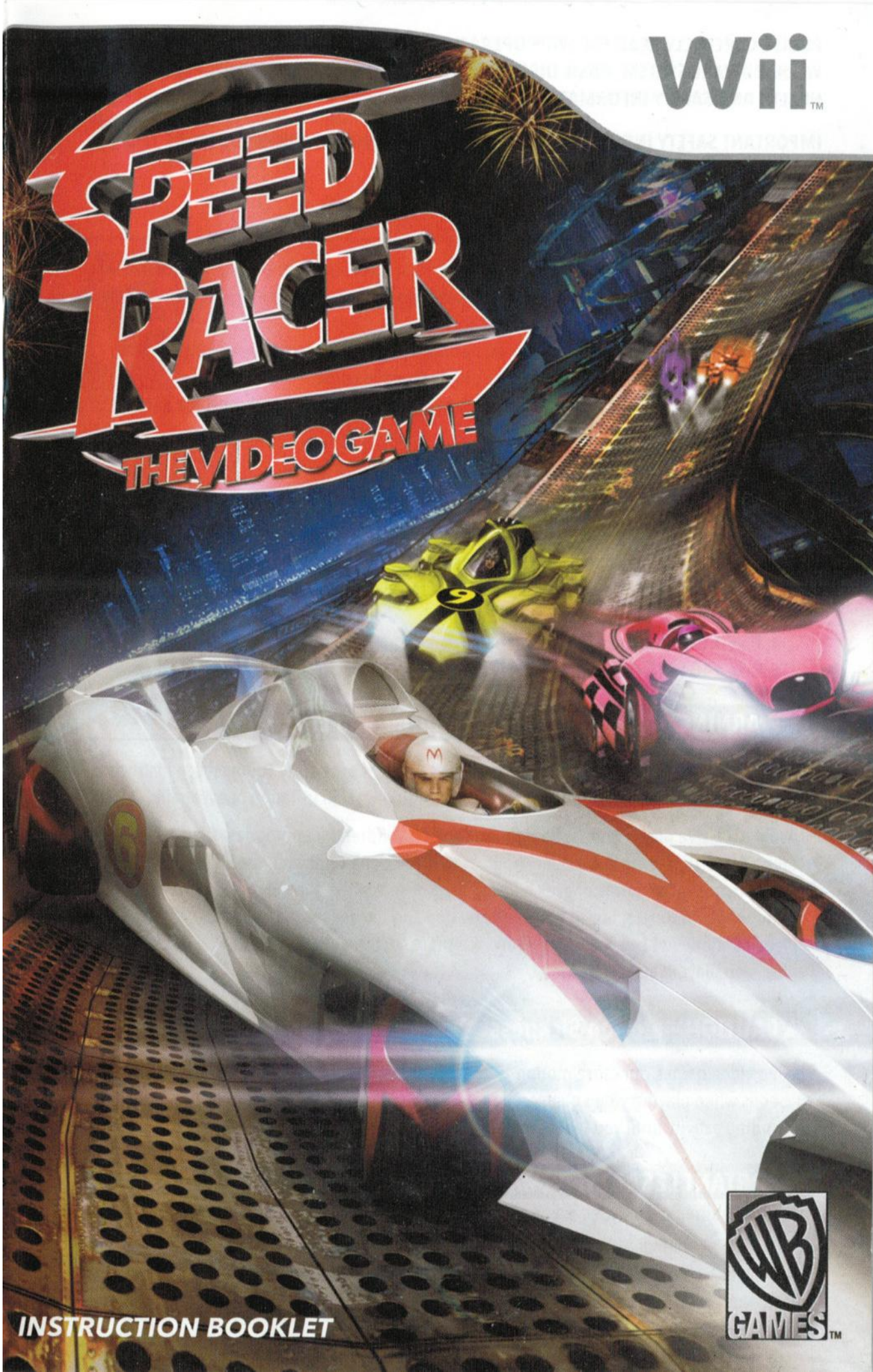
Wii™

SPEED RACER
THE VIDEOGAME



INSTRUCTION BOOKLET

WB GAMES™

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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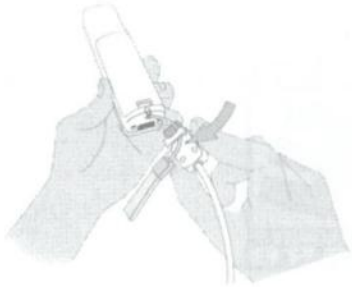
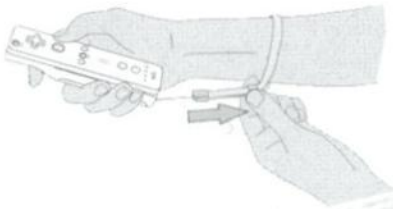
Wii REMOTE™ WRIST STRAP USE

1. Feed the wrist strap cord through the Connector Hook.
2. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
3. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock — make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.





⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during gameplay.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during gameplay.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during gameplay and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

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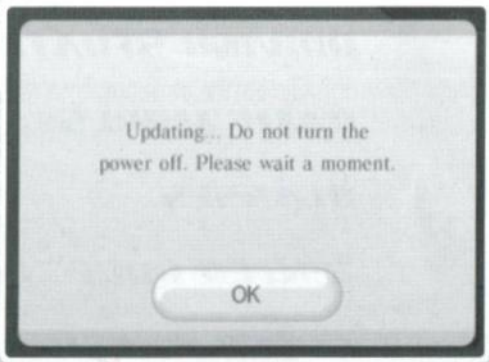
GETTING STARTED

1. Insert the **SPEED RACER** Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will then power on automatically, and a message will display on screen. After reading the message, press the A Button.
   - The message on screen will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to *DISC DRIVE CHANNEL* on the Wii Menu, and press the A Button. The Channel Screen will be displayed.
4. Point to *START* and press the A Button. The Wii Remote Strap Screen will be displayed.
5. When you are ready to begin play, press the A Button.

SYSTEM MENU UPDATE

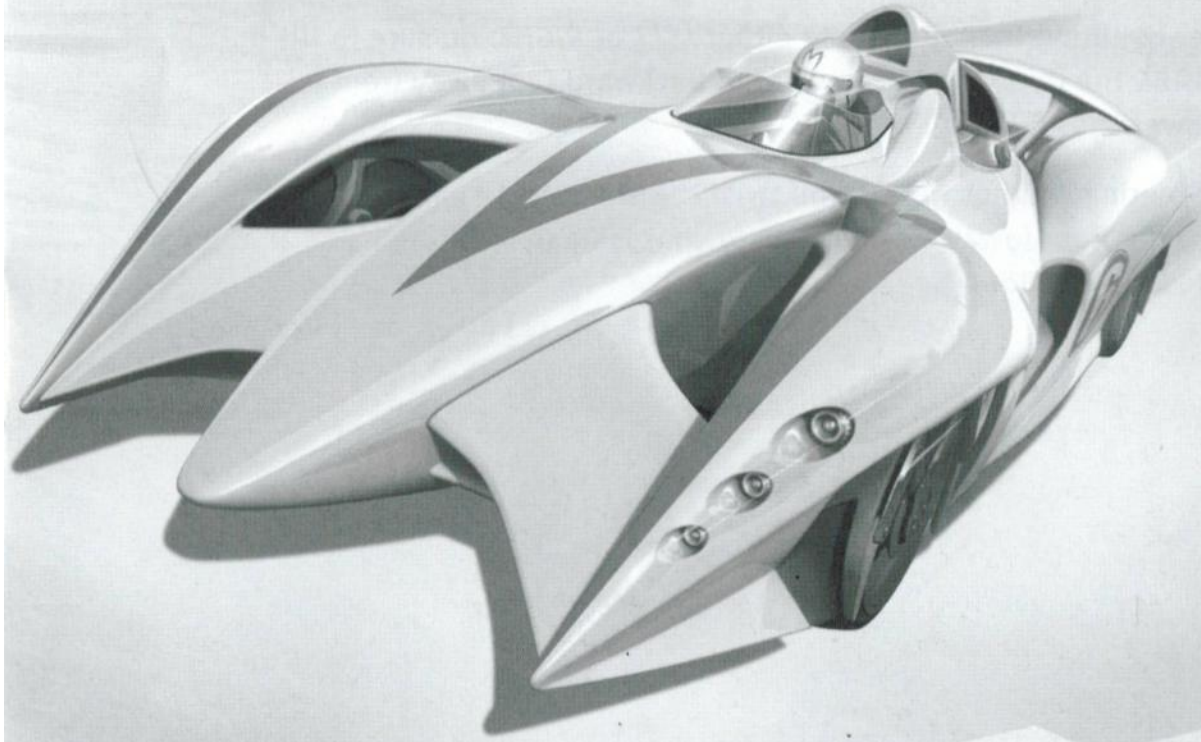
Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press *OK* to proceed.



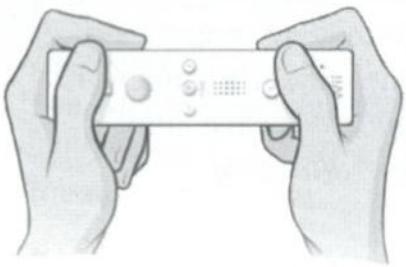
THE T-180 & ITS UNIQUE MANEUVERING CAPABILITIES

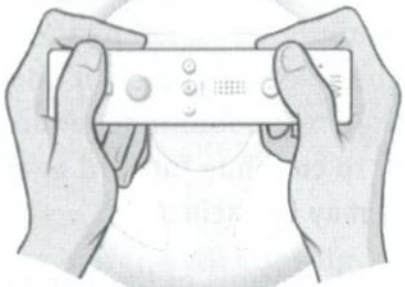
The T-180 is the standard racecar used in the World Racing League (WRL). In addition to its Jump Jacks, which allow it to jump into the air, it can reach speeds in excess of 400 MPH. It can also Slide, a maneuver accomplished by its four independently rotating wheels, which allow the racecar to continue forward on a track in spite of whatever direction it may be facing.

Mastering the controls of the T-180 racecar can be a challenging task, so be sure to familiarize yourself with its many unique abilities. In this manual, you'll find a basic overview of the controls you'll need to know to be successful on the track.



BASIC CONTROLS





HOLDING THE Wii REMOTE

Hold the Wii Remote horizontally with the buttons facing either *TOWARD YOU* or *UP*. All reference to +**Control Pad** directions are provided from this position.

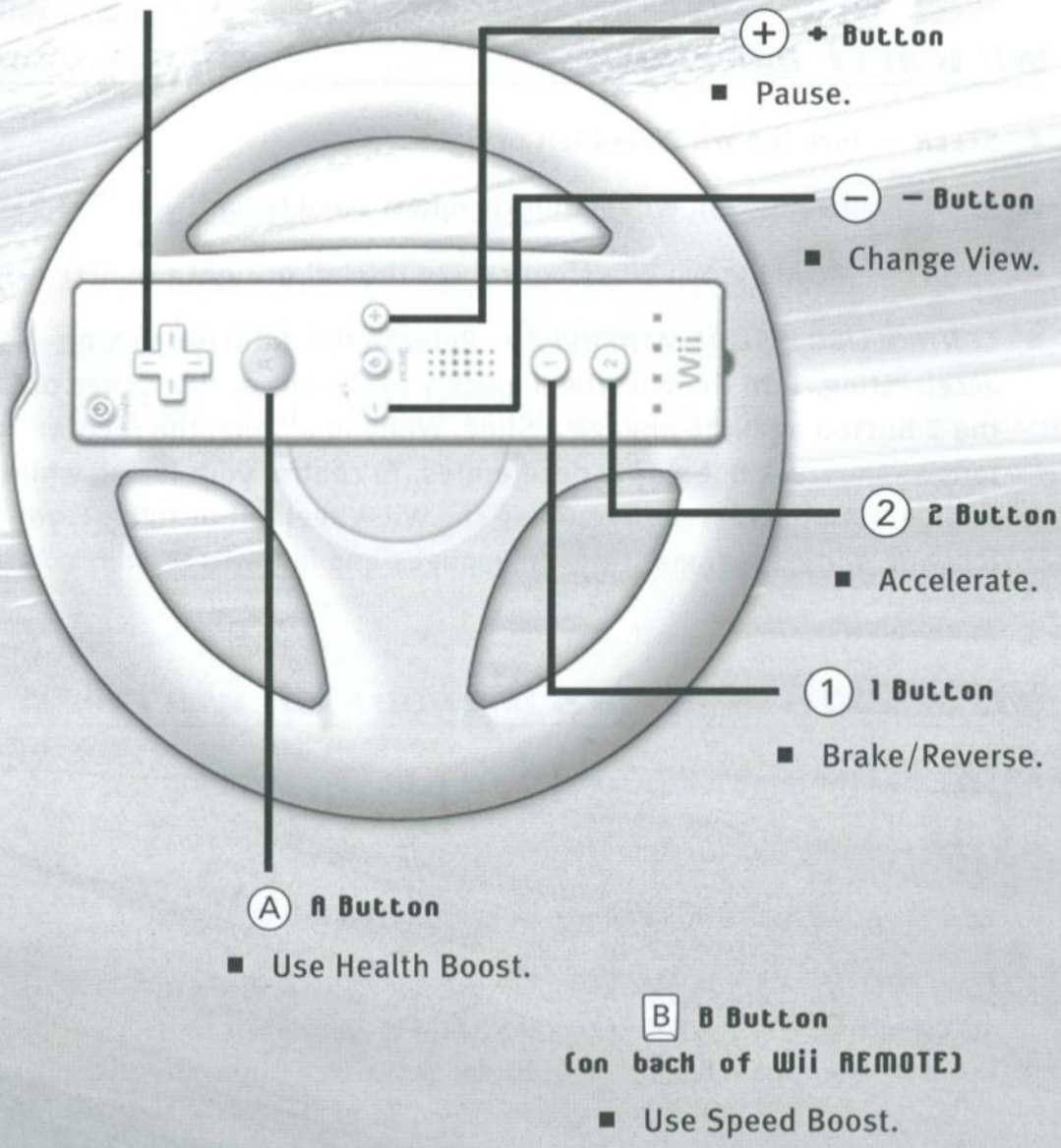
- **SPEED RACER** is also compatible with the Wii Wheel. *(See pages 5 and 6 for details.)*

STEERING

Steer by tilting the Wii Remote either *LEFT* or *RIGHT*. Be sure to tilt it *TOWARD* the floor and not forward or backward (not away from or toward you).

- Steering will not work if you twist the Wii Remote parallel to the floor (away from or toward you) instead of tilting it toward the floor.

Wii REMOTE CONTROLS



USING THE Wii REMOTE WITH OR WITHOUT THE Wii WHEEL

SPEED RACER allows you to play with or without the Wii Wheel. The game automatically detects how you are holding the Wii Remote, so no extra configuration is necessary. To use the Wii Wheel, insert the Wii Remote into the Wii Wheel and use the controls as described below:

Wii WHEEL CONTROLS

- *STEER* — Turn the Wii Wheel left or right.
- *JUMP* — Move the Wii Wheel quickly upward and toward you.
- *SHUNT* — Move the Wii Wheel quickly to the left or right.
- *CONTROLLING A SLIDE MANEUVER* — Release the **2 Button** to stop accelerating. Turn the Wii Wheel quickly to the left or right, then press the **2 Button** again to engage a Slide. While in a Slide, the racecar follows the track but slowly decelerates. To control your facing while in a Slide, turn the racecar by turning the Wii Wheel left or right. If you face forward, sliding automatically disengages and initiates regular control.

Wii REMOTE CONTROLS WITHOUT Wii WHEEL

- *STEER* — Tilt the Wii Remote in the direction you want to turn.
- *JUMP* — Move the Wii Remote quickly upward.
- *SHUNT* — Move the Wii Remote quickly to the left or right.
- *CONTROLLING A SLIDE MANEUVER* — Release the **2 Button** to stop accelerating. Tilt the Wii Remote quickly to the left or right, then press the **2 Button** again to engage a Slide. While in a Slide, the racecar follows the track but slowly decelerates. To control your facing while in a Slide, turn the racecar by tilting the Wii Remote left or right. If you face forward, sliding automatically disengages and initiates regular control.

JUMP & SHUNT STUNTS

Use the +**Control Pad** in conjunction with *SHUNTS* and *JUMPS* to initiate various different Stunt maneuvers. These can help you navigate the track and get into better positions to take out, bypass, and avoid opponents.

- **REMEMBER:** All references to the directions on the +**Control Pad** in this manual assume you are holding the Wii Remote *HORIZONTALLY*.

JUMP STUNTS

- *FRONT FLIP* — Jump + Up.
- *BACK FLIP* — Jump + Down.
- *SIDE JUMP/BARREL ROLL* — Jump + Left or Jump + Right.

SHUNT STUNTS

It doesn't matter whether you Shunt left or right, the effect is the same when you combine it with the +**Control Pad**.

- *ROUND HOUSE (360 SPIN)* — Shunt + Up.
- *180 SPIN* — Shunt + Down.

CAR-FU

Now that you have an understanding of the T-180 and its unique maneuvering abilities, it's time to learn some of the ways you can use these on the track to gain an advantage.

Common in the World Racing League, *CAR-FU* is the artful maneuvering and fighting of opponents, using the many unique features of the T-180 racecar. Performing these maneuvers helps you gain the advantage on the track by taking out opponents, slowing them down, evading attack, and recovering from attack.

The most basic Car-Fu attack is a simple crash into an opponent. But Car-Fu goes way beyond that. Following are some very unique Car-Fu maneuvers. Learn to master these if you want to gain the advantage on the track!

To perform a *TAIL TOSS* maneuver, drive close behind an opponent and perform a back-flip (Jump + Down). If you are correctly positioned, the opponent will be tossed forward.

If you use Boost just prior to hitting an opponent *(see page 11)*, the resulting *BOOST BASH* will be much more devastating than a normal hit.

Doing a Jump while in a Grind is the best way to perform a *SMACK DOWN*. This attack is initiated when you land on top of an opponent after a Jump.

Performing a 180 Spin (Shunt + Down) when close to an opponent transforms the maneuver into a *SPIN ATTACK*, causing significant damage to the opponent.

A *ROUND HOUSE* is the more advanced version of the basic 180 Spin. It brings your racecar fully around to face forward again, and does some good damage in the process.

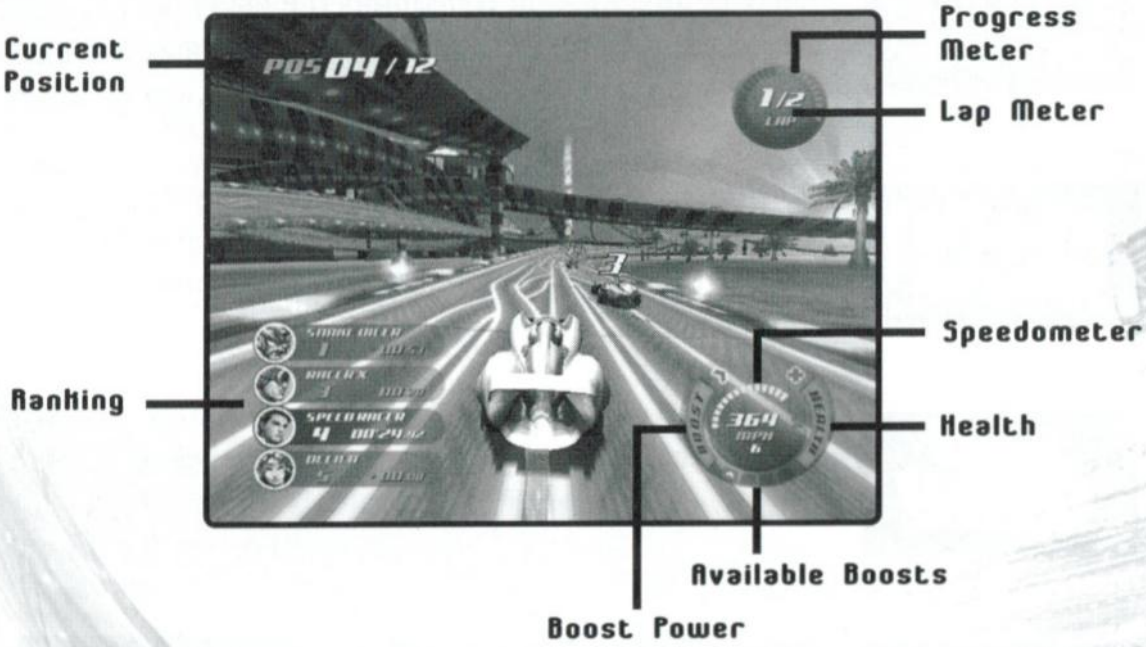
Using Boost while performing a Round House (Shunt + Up) launches this insane *HYPER SPIN* attack.

Using a Boost while performing a Barrel Roll (Jump + Left or Right) launches your racecar forward like a *TORPEDO*, attacking other opponents.

BACKWARDS BONUS! Hit a racecar with the rear end of your T-180 and double the damage you do to the opponent!

- *BACK SPIN*—Though not technically a Car-Fu maneuver, the *BACK SPIN* is excellent for resetting the alignment of your racecar after performing a Car-Fu maneuver. To pull it off, perform a Back Flip while facing backward on the track. This causes your T-180 to flip and turn 180 degrees to face forward again.

HUD (Heads-up Display)



- *CURRENT POSITION* — Shows your character's current position in the race among all the other drivers competing.
- *RANKING* — Tracks your current position and how far away you are from 1st place and nearby opponents. If you are in 1st place, it displays how far 2nd, 3rd, and 4th place are behind you.
- *PROGRESS METER* — Displays how far along you are on your current lap.
- *LAP METER* — Displays your current lap and the number of laps overall.
- *SPEEDOMETER* — Displays your current speed in MPH (miles per hour).
- *HEALTH* — Displays your racecar's current health. When it's depleted, your racecar explodes. To heal your racecar, press the A Button when you have an Available Boost.
- *AVAILABLE BOOSTS* — Displays how many Boosts you currently have available.
- *BOOST POWER* — Tracks your Boost Power as you accumulate it. Each time this Power Bar fills, you gain another Boost.

DRIVING STRATEGIES

Now that you've learned all the ways to control your T-180, you can take advantage of strategies on the track that can help you be even more successful. Never underestimate the advantages that the other racers — and the track itself — can provide you.

BOOST AND ZONE

If you can avoid hitting the sides of the track while driving, you will gain *BOOST POWER*. You can see this power building as blue bars on the bottom right of your HUD. When you fill this bar once, you gain a Boost. Using Boost lets you suddenly accelerate your speed. If you save up three Boosts and use them all at once, you enter *THE ZONE*, allowing you to move at super-fast speeds for a short period of time.

- You can also earn Boost by performing Car-Fu moves. You gain small Boost bonuses for Stunts and Jumps when racing on your own, and bigger Boost bonuses for attacking opponents.

GRINDING

If you run into the side of the track with any amount of force, you may find yourself *GRINDING* along the edge of the track. Grinding can put you in strategic position for Car-Fu attacks, allowing you to jump from the rail to land on top of nearby opponents. However, generally speaking, Grinding only damages your racecar and slows you down.

- When Grinding, it's best to attempt to recover quickly and get back on the track where you can earn Boost Power.
- To recover from a Grind, steer your racecar back in the direction of the track.

SLIPSTREAMING

When you drive close behind other racecars, you get a Speed bonus from their *SLIPSTREAM*. This gives you enough of a speed increase to pass them.

- Be careful when performing this move. Rivals may attack if you stay in their slipstream too long.

ALLIANCES

In a Championship race, you may team up with other drivers to gain an advantage on the track. Allies agree not to Car-Fu one another or attack each other when Slipstreaming.

However, *ALLIANCES* can be broken. If you Car-Fu your allies, you get a Points and Boost penalty. If you destroy an ally, the alliance is canceled.

RIVALRIES

Rivals are the opposite of allies. They are other drivers who are focused on taking you out by any means necessary.

Each driver will have his or her own set of rivals. For instance, Jack "Cannonball" Taylor is Speed Racer's rival.

- In Championship races, after the first race, the racer in 1st place is always your rival (or the racer in 2nd if you are in 1st).

SPEED-UP SQUARES

On every track, small *SPEED-UP SQUARES* provide a Speed bonus when you manage to drive over them.

Be sure to run over these squares, since the bonuses you gain will do much to give you a track advantage.

GAME MODES

SINGLE RACE

Jump in and race a single race. In this mode, it's all about who wins one race. No points, no tracking — just winning and losing. The tracks and drivers available in this mode will only be those you have already unlocked in Championship Mode.

TUTORIAL

Trixie walks you through a tutorial on how to best control your T-180, step by step. Perfect for the new player, it covers all the basics. But only experience on the track will really give you everything you need to win.

TIME TRIAL

Compete against prior time records for each track. The Ranking display on your HUD *(see page 10)* shows how your current time compares to prior laps and prior records.

CHAMPIONSHIP

Championship Mode allows you to compete in different competitions of two or more races each. Each race gives you points. These are tallied up to give you an overall ranking across the entire competition.

Race points are gained through three different means: your finishing place; through Car-Fu; and by having the fastest lap.

POINTS FOR FINISHING

When you finish a race, the place in which you finish gives you a certain number of points. Points for each race are calculated as follows:

1st Place	10	4th Place	3
2nd Place	8	5th Place	2
3rd Place	6	6th Place	1

You must rank in 1st, 2nd, or 3rd position at the end of a competition in order to beat it. Beating competitors unlocks new competitions, drivers and cars.

- *EXTRA POINTS FOR CAR-FU* — Each time you perform any sort of Car-Fu on an opponent, you earn points. At race end, these points become a bonus on top of the points you get for your place in the race. Bonus points are totaled into your overall Championship points, and can result in you ranking even higher than your place alone. (You don't get points for performing Car-Fu on an ally.)
- *EXTRA POINT FOR FASTEST LAP* — During a race, if you finish a single lap faster than any other driver, you receive an extra point, which is added to your total. These extra points can add up and increase your overall ranking within a competition. Go fast!

MULTIPLAYER

You can play **SPEED RACER** with a friend in split-screen mode. The game functions exactly as described above for a multiplayer game except that in a Championship either player need only rank in 1st, 2nd, or 3rd position in order to beat the championship.

CLASSES

SPEED RACER has three initial classes. As you progress through the game, each class allows a higher top speed to the racecars, and an increased number of opponents on the track. Class 1 is the slowest, with Classes 2 and 3 faster and more difficult.

"ENTER CODE" OPTION

On the Main Menu, you can access *OPTIONS* and customize your gameplay experience. In addition to the standard options, you will see an option called *ENTER CODE*. This allows you to open the Cheat Code Enter Screen. Once you've unlocked all other game elements, **SPEED RACER** provides different cheat codes. Keep an eye out for these fun new ways to enhance your gameplay experience.

SPEED RACER CREDITS

CAST

Speed Racer
Emile Hirsch

Trixie
Christina Ricci

Racer X
Matthew Fox

Sonic "Boom Boom" Renaldi
Dave Boat

Delila & Mariana Zanja
Julianne Buescher

Rosey Blaze
E.G. Daily

Taejo Togokahn
Ben Diskin

Esther "Rev" Reddy
Grey Delisle

Gothorm Danneskjold & Gray Ghost
Nick Guest

Prince Kabala & Pitter Pat
Darryl Kurylo

Snake Oiler
Phil Lamarr

Kellie "Gearbox" Kalinkov
Julie Nathanson

Booster Mbube
Debra Wilson Skelton

Nitro Venderhoss
Fred Tatasciore

Denise Mobile
Tia Texada

Jack "Cannonball" Taylor & Colonel Colon
James Arnold Taylor

SIDHE INTERACTIVE

SIDHE MANAGEMENT

Managing Director
Mario Wynands

Technical Director
Tyrone McAuley

Creative Director
Stuart Middleton

Chief Financial Officer
Lance Burgess

Business Development Executive
Jos Ruffell

Human Resources Manager
Brett Ross

Legal Counsel
David S. Rosenbaum

Chief Strategy Officer
Bob Wallace

SPEED RACER DEVELOPMENT TEAM

Producer
Andy Satterthwaite

Associate Producer
Dean Hall

Game Programming
Owen Angell
Jeremy Burgess
Glen Corby
Jerome Dolman
Kester Maddock
Grant Mark
Ian Masters
Tyrone McAuley
Ronnie Menahem
Joe O'Sullivan
Dale Smith
Matt Weir

Additional Programming
Second Intention Ltd.
Will Vale

GAME ART

Lead Artist
Stuart Middleton

Art Direction
Nick Cattell

Concept Team
James Ellis
Ivan Khmel
Ben Nightingale
Jiri "George" Stanko

Car Team
Dan Allsop
Peter Freer
Duncan Withers

Environment Team
Jamie Churchman
E'van Johnston
Leighton Milne
Nathan Rattray
Andrew Stairs

Animation Team
Mark Cuthbert
Brad Lincoln
Reagan Morris
Ari Panzer

Additional Art
Dan Adams
Corie Geerders
Ivan Khmel
Ben Nightingale
Dale Pugh

Technical Art Director
Ronnie Menahem

UI Graphic Design
Flightless
Greg Harding
Dan Newman
John O'Reilly
Lorin O'Reilly
Ali Teo

Fonts Licensed From
House Industries

Character Images Created By
Udon Entertainment
Erik Ko
Joe Ng
Kevin Yan

Track Design
Nick Cattell
Nathan Rattray
Andy Satterthwaite
Cory Spooner

Game Design
Andy Satterthwaite
Cory Spooner
and the whole
Speed Racer team

Sound Design
SCA Sound Studios
Scott Cairns
and Yannis Brown

Additional Sound Design
Greg Hill

SIDHE QA

QA Lead
Stephen Woodward

QA Analysts
Shannon Feldwick
Dwayne Kirkwood
Luke Percy
Skyler Simmons
Simon Westenra

Usability
Gareth Griffiths

IT Support
Elliot Gardner

WB GAMES

Producer
Jeff Nachbaur

Production Coordinator
Teresa Todd

Executive Producer
Peter Wyse

QA Manager
M. Andrew Binder

QA Lead
Scott Warr

QA Testers
David Acherl
Nate Hutchinson
Nick Jerden
Jessica Masnica
Brian Meloy
Jesse Wood
Steven Wright

Director of Market Research
Lowell Vaughen

Usability Manager
Ming Xia

Director of Art
David Silverman

Vice President, Development
Kevin Stephens

Senior Vice President, Production & Development
Samantha Ryan

WARNER BROS. INTERACTIVE ENTERTAINMENT

Manager, Marketing
Lindsey Fischer

Associate, Marketing
Sharis Gharibi

Director, Marketing
Stephanie Johnson

PR Representative
Che'von Slaughter

Director, PR
Remi Sklar

Manager, First Party Operations
Wendy Bozzi

Manager, Rights & Clearances
Karen Fishman

Director, Legal & Business Affairs
Jennifer Stump

Deputy General Counsel
Michael Steuerwald

Senior Vice President, Operations
Debra Baker

Vice President, Business Development
Scott Johnson

Vice President, Finance
Steve Chalk

Sales
Paula Cook
Brian Dimick
Monique Doubet
Rasmus Fahraeus
Sharon Gamble
Monica Loya
Ulises Molina
Greg Mucha

Director, Trade Marketing
Anne Leuschen

Vice President, Sales & Distribution
Kevin Kebodeaux

Senior Vice President, Sales & Distribution
Ron Scott

Executive Vice President, Worldwide Operations
John Quinn

SPECIAL THANKS

Jill Benscoter
Christopher Chen
Leslie Dea
Ben Elliot
Albert Fernandez
Jamie Gary
Jennifer George
Chris Hughes
Yvette Kehela
Daphne Lamb
Michael Leon
Jack Liang
Denise Maratas
Julie McDaniel
Andrew Meengern
Jamie O'Brien Moore
Susannah Scott
Miriam Shapira
Michelle Shnaider
Steven Sizer
Katie Sprenger
Nick Torchia
Dana Young
Concept Arts
Conceptopolis, LLC
Giaronomo
Hanshaw Ink & Image

VERY SPECIAL THANKS

John Gaeta
Grant Hill
Joel Silver
Andy Wachowski
Larry Wachowski

VOICE-OVER RECORDING

Voice-over Director
Collette Sunderman

Sound Engineer
Rita Kedineoglu

Script
Greg Schomaker
Morgan Davie
Andy Satterthwaite

Recorded At
Soundlark Sound Studios,
Burbank, California

INTRO CINEMATIC CREATED BY

MK PRODUCTIONS
WITH TREANOR BROS. ANIMATION TEAM

Executive Producer
Melissa Kangeter

Director
Todd Treanor

Tech Director
Paul DiPierro

Animation
Paul Treanor

Sound Designer
Steve Cirelli

CREATIVE PRODUCER

JOHN GAETA

MUSIC

Original Music Composed By
Winifred Phillips

Music Produced By
Winnie Waldron

Music Performed By
Winifred Phillips
with the Generations
Production Choir

LOCALIZATION SERVICES BY

BABEL MEDIA, LLC

Project Managers
Mathieu Lachance
Audrey Poisson-Poirier

QA Manager
Paul Magor

QA Coordinator
Silvio Tobbia

QA Testers
Britta Hoeljes
Ragnar Keil
Eve Pauzé
Ney Pimenta
Gabriela Rangel
Mauro Sassi

NOTES

NOTES

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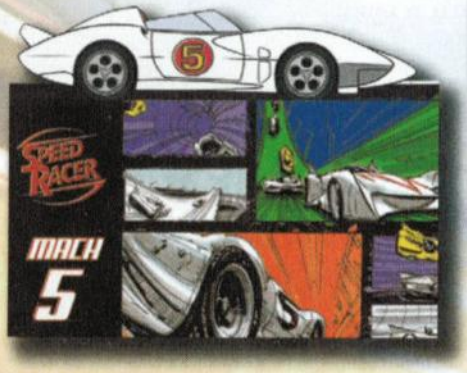

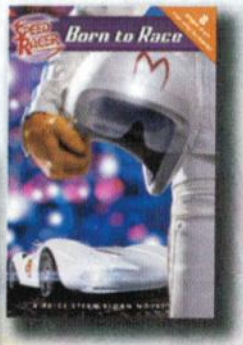

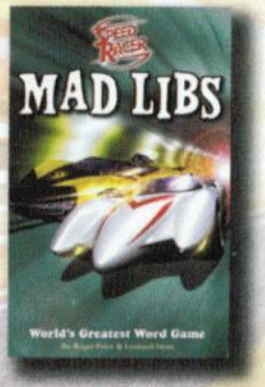

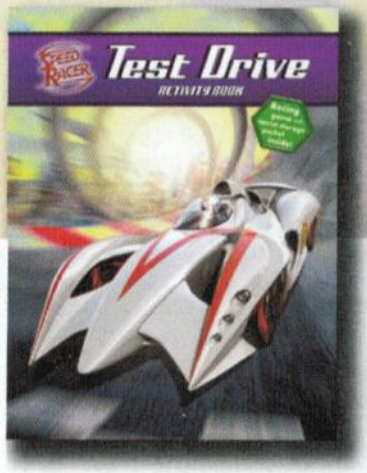

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